AMIGA CD32™

Commodore



Getting started

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Your *AMIGA* CD^{32} Game Machine



On the corner of the page look for:

The quick connect symbol for fast and easy video and audio setup

The TV symbol to connect an S-video or composite video television

The speaker symbol for optional audio connections and volume control

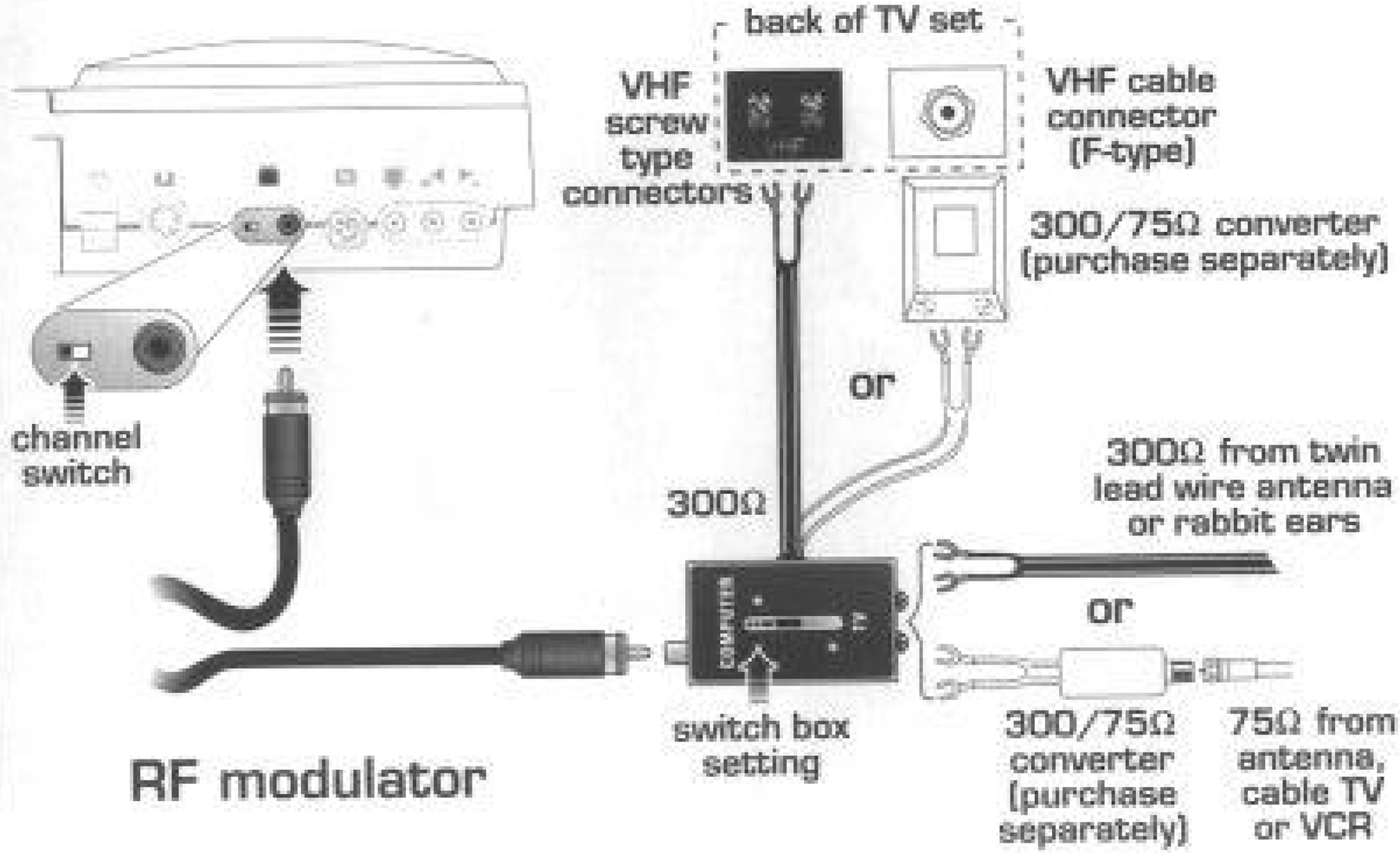
The controller symbol to connect the game controller

The power plug symbol to connect the power supply and turn on the system

The CD symbol to learn how to operate the system

Quick connect for an NTSC television

The easiest way to connect the Amiga CD^{32} system to your television is to use the RF modulator cable and switch box. This provides all the video and audio connections necessary. However, if your TV is cable-ready or if you have cable input, you must purchase the illustrated converter(s). Look for and to complete the setup.



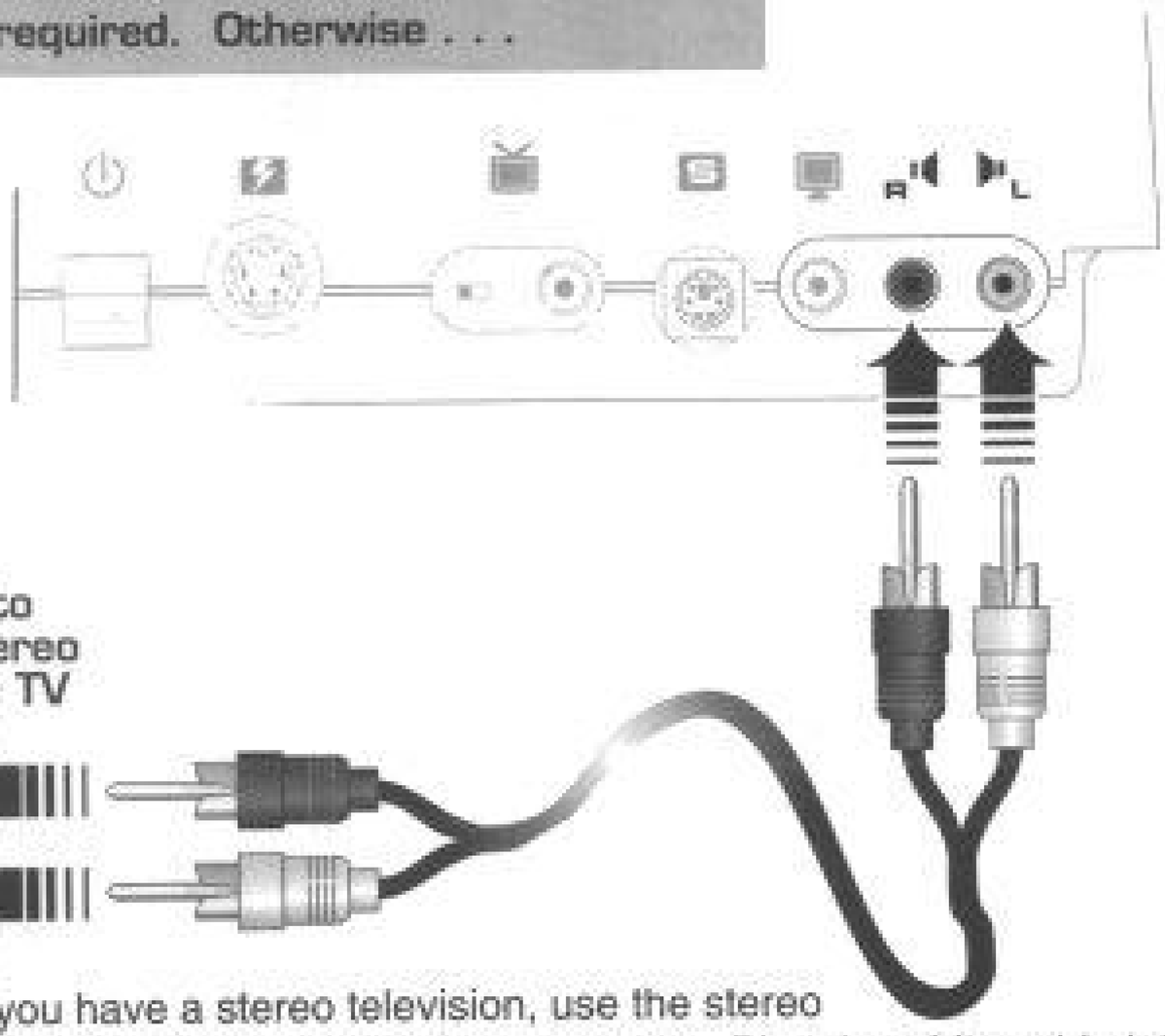
Plug one end into the jack under the symbol and the other into your television set. Set the switch to the left for channel 3 or to the right for channel 4, whichever is not used in your geographical area.

Slide the switch on the switch box to "computer" when using the Amiga CD^{32} or to "TV" to watch television.

Use the television volume control to adjust the sound.

Connecting the audio

If you used the RF modulator cable to connect the television, no additional audio connection is required. Otherwise . . .



If you have a stereo television, use the stereo audio cables shipped with your system. Plug the white cable into the white socket under the L symbol and the other cable into the red socket under the R symbol. Connect the other end to your television.

If you want to connect a television with mono sound, plug the white cable into the white socket under the L symbol. Do not connect the other cable. Plug the white cable on the other end into your television.



Connecting an S-video or composite TV

Although the Amiga CD^{32} produces life-like images on all television types, S-video and composite produce the sharpest pictures. Your television documentation tells you whether it is S-video or composite video compatible.



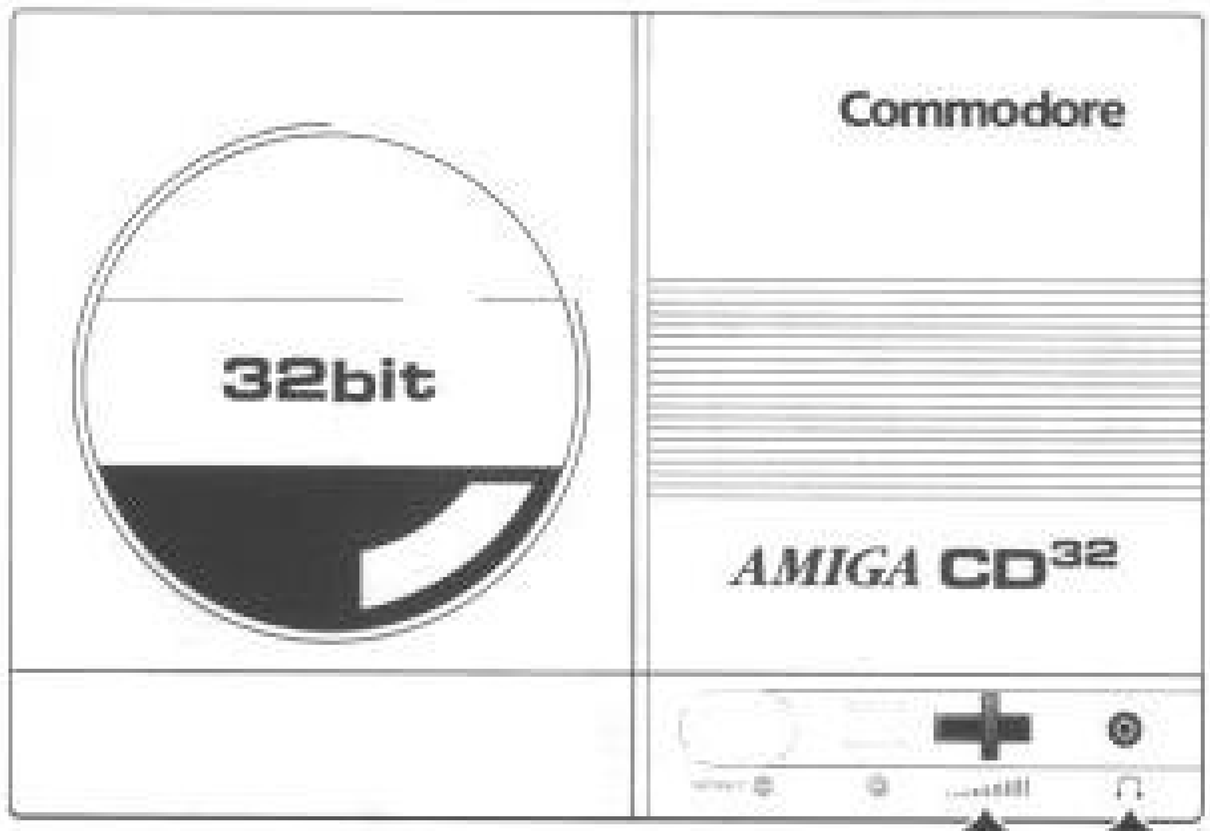
To use S-video, buy an S-video cable with a 4-pin mini-DIN connector at each end at your local electronics store. Plug one end into the socket under the S symbol and the other into your television/monitor.

To use composite video, buy a composite video cable with an RCA plug at each end at your local electronics store. Plug one end into the yellow jack under the symbol and the other into your television/monitor.



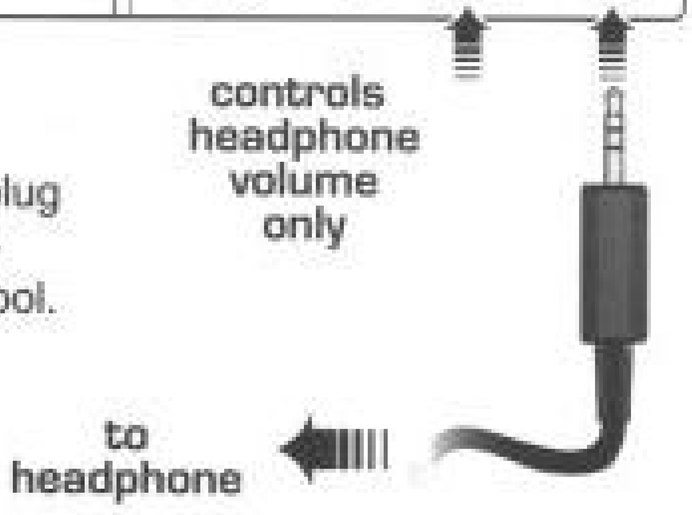
Connecting the audio

If you want to use externally powered speakers or a stereo system to override the mono television sound, connect them to your system using the supplied stereo cable. Turn down the television volume.



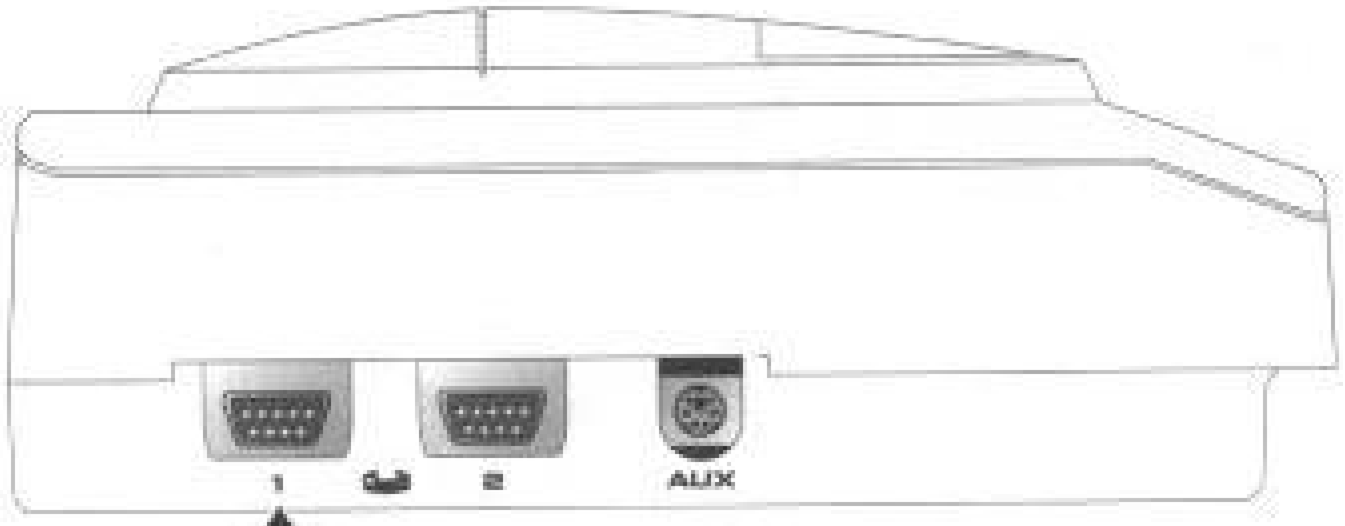


To use a headphone, plug the headphone into the jack above the 🎧 symbol.



Connecting controllers

Don't plug or unplug a controller while the power is on!



plug the game controller into socket 1

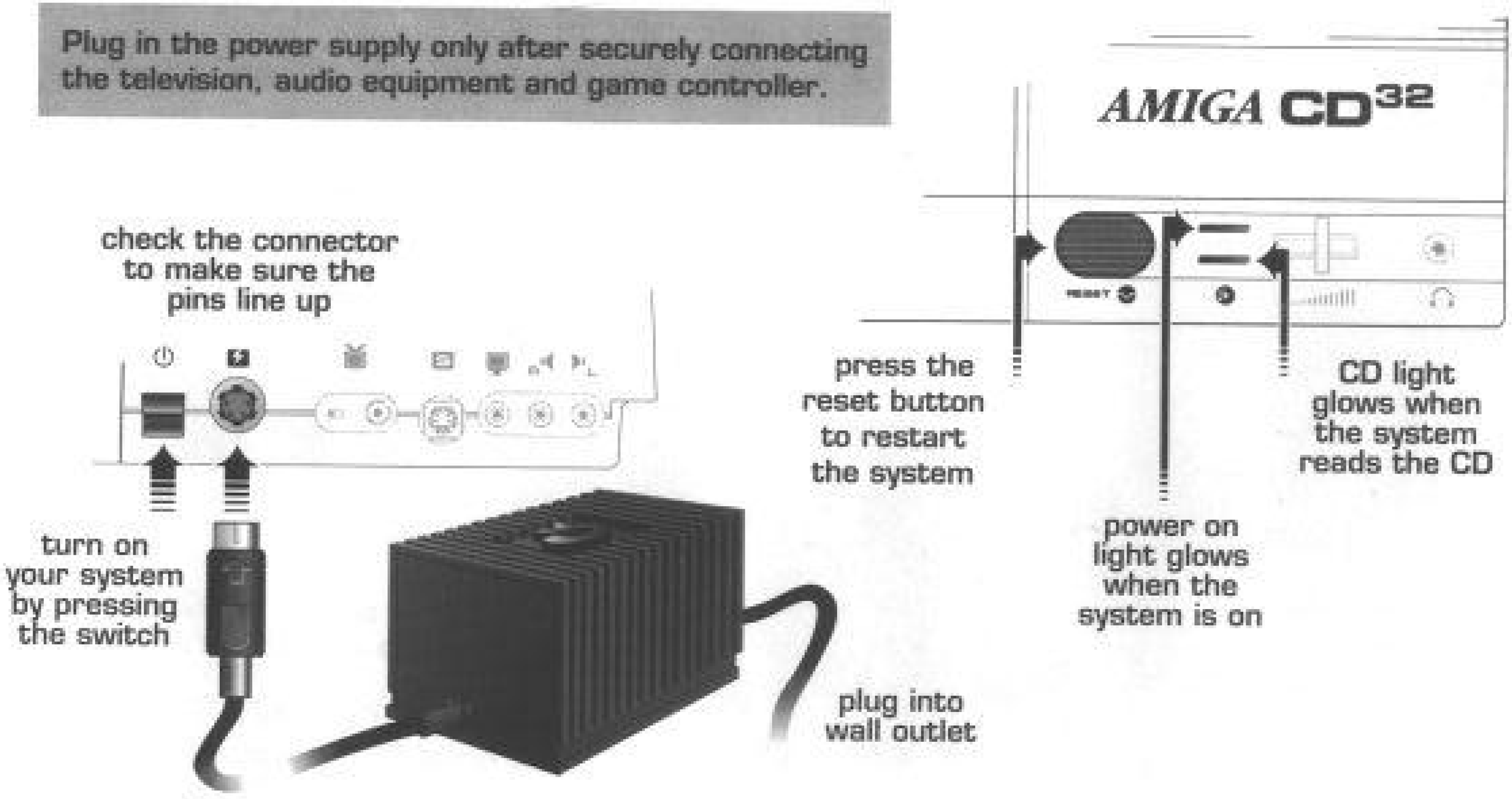


To use a second game controller, joystick or mouse, plug it into socket **2**.

To use a keyboard or another device, plug it into the socket marked **AUX**.

Turning on your system

Plug in the power supply only after securely connecting the television, audio equipment and game controller.



Inserting a CD

Lift the lid and, holding the CD by the edge, place it gently in the drive label side up. When you close the lid, the disc begins to spin. To change CDs just lift the lid and the disc stops spinning. Replace the disc. The system starts again when you close the lid.



If you put an Amiga CD^{32} game in the drive the logo appears for a few seconds while the game loads.



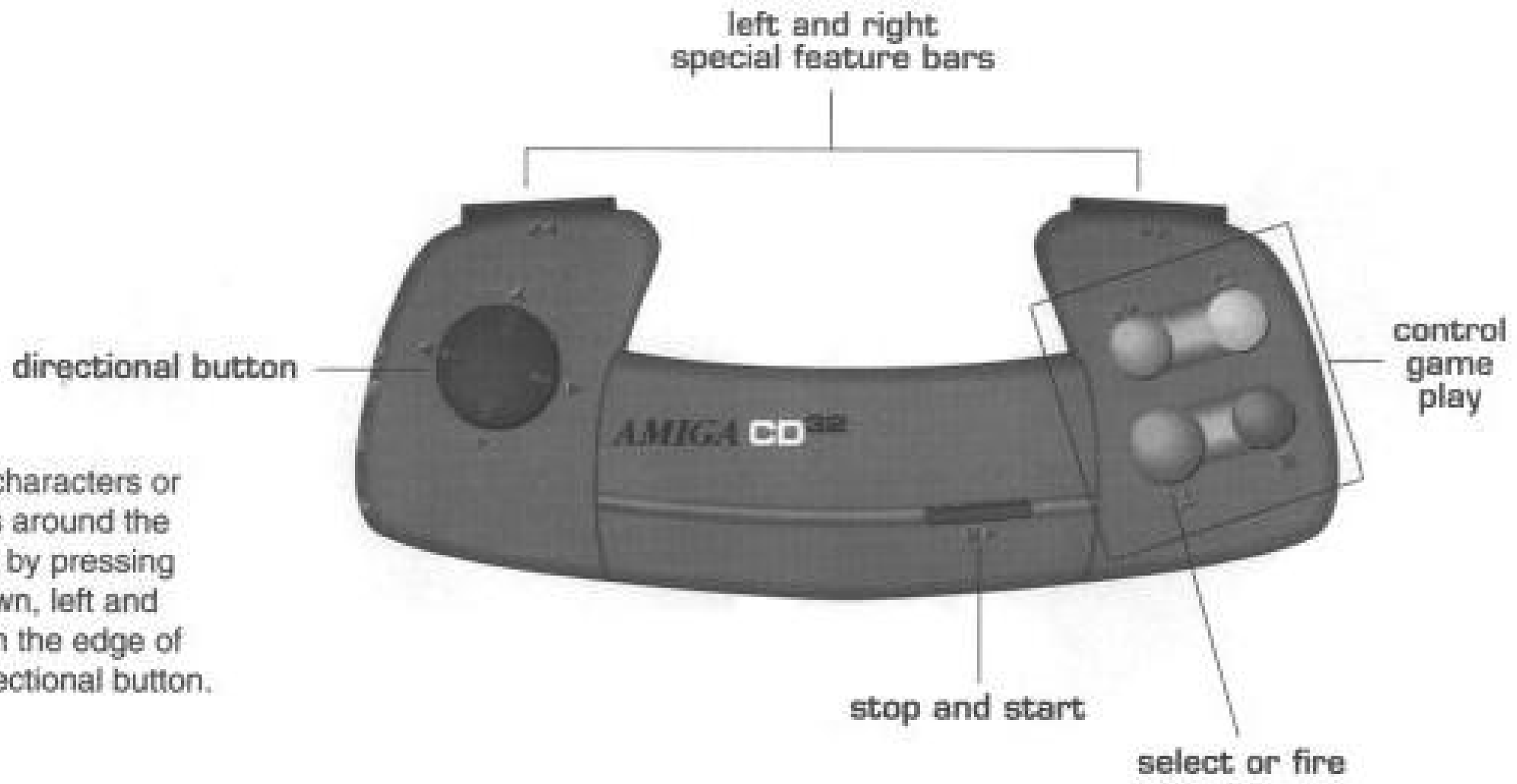
Then the game starts.

If you put an audio CD in the drive you'll see the audio control display.

If there is no CD in the drive you'll see the Amiga CD^{32} logo screen.

Using the controller with game CDs

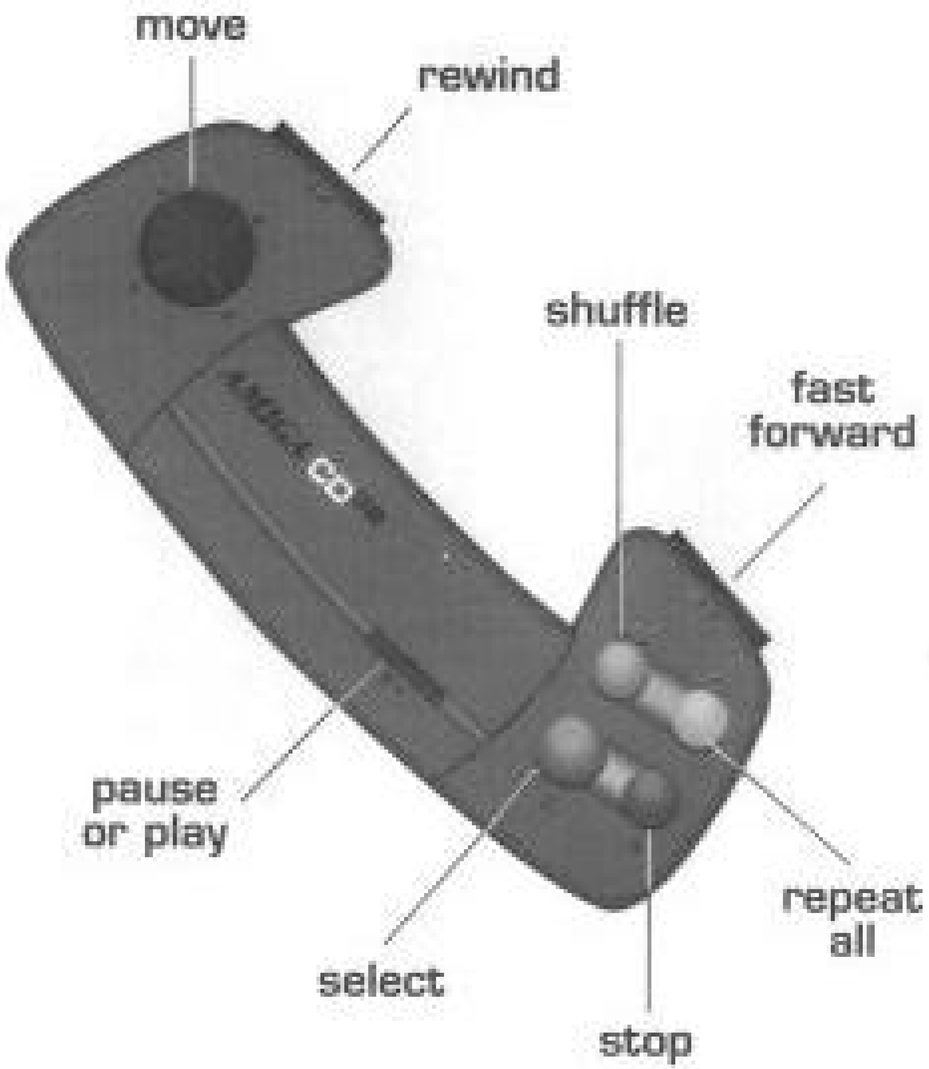
Because every game uses the controller buttons in a slightly different way, read the instructions that came with the game to tell you exactly how the buttons work. But in most games, they work like this:

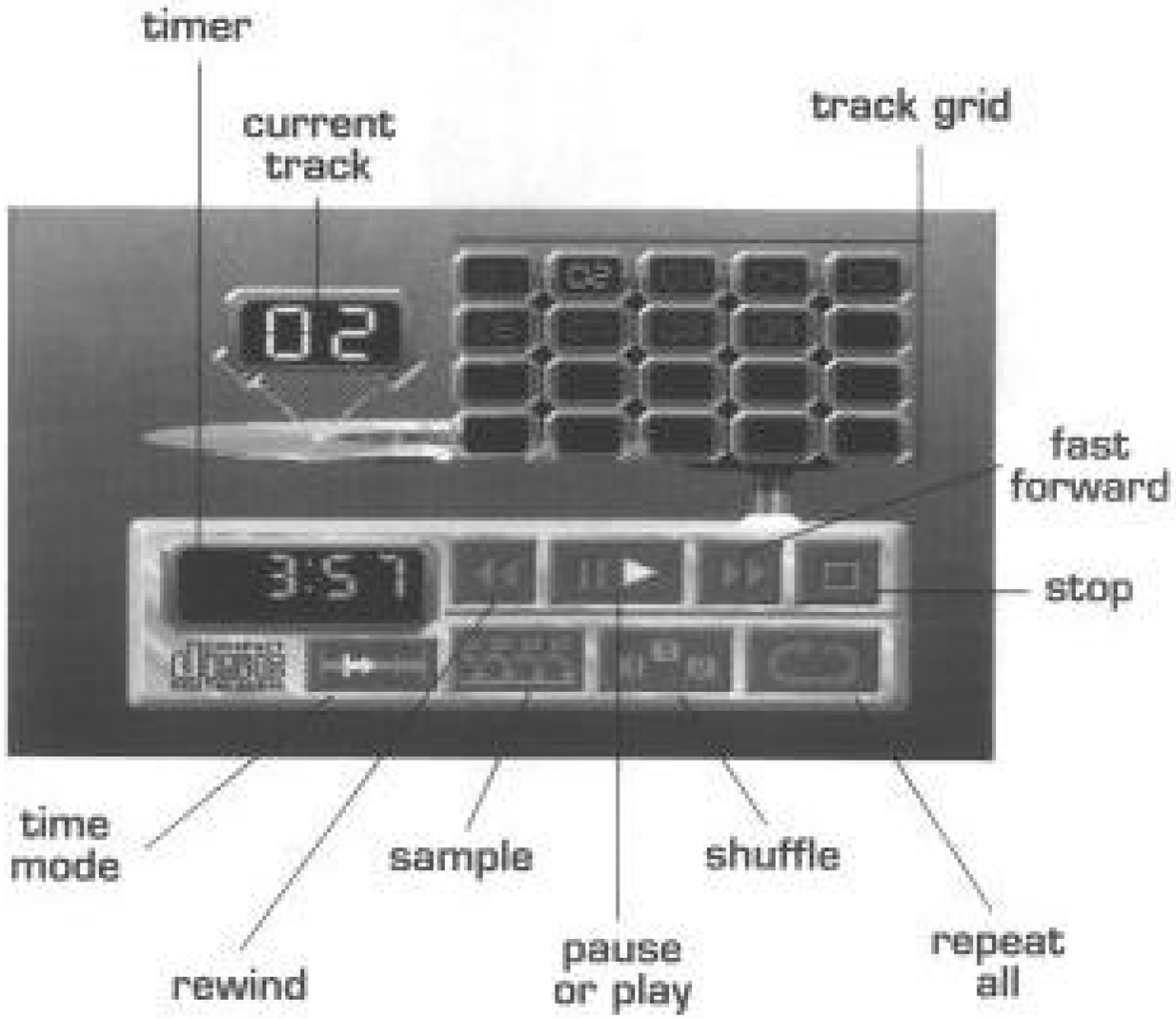


Move characters or objects around the screen by pressing up, down, left and right on the edge of the directional button.

Playing audio CDs

You can play audio CDs on your Amiga CD^{32} in two ways: from the controller or from the audio display. The easiest way is to press the appropriate button on the controller. The function symbols associated with the buttons are identical to those shown on the display. The other way is to highlight the appropriate box on the display and press the red button to select it. Use the black directional button to move the highlight around the display.





Playing audio CDs



Pause or **Play** the disc.

Stop the disc.

Select the highlighted function or track by pressing the Select button.

Repeat all the selected tracks until you press the button again.

Shuffle and play the tracks in random order. To return the tracks to their original order, press the Stop button.

Fast forward. Tap the fast forward bar to advance one track or hold it down to scan the track audibly.

Rewind. Tap the rewind bar to move back one track or hold it down to scan the track audibly.

Sample by playing ten seconds of each selected track. Press the Sample button again to stop sampling and play all tracks.

Timer displays:

- The total playing time on the CD when the disc is stopped.
- The elapsed or remaining time, depending on your selection in the time mode box.

Time mode determines what information is displayed on the timer. Press the Select button to cycle through these options.

- Time elapsed since the beginning of the CD
- Time elapsed since the beginning of the track
- Time remaining on the track
- Time remaining on the CD

Current track is displayed when a disc is playing.

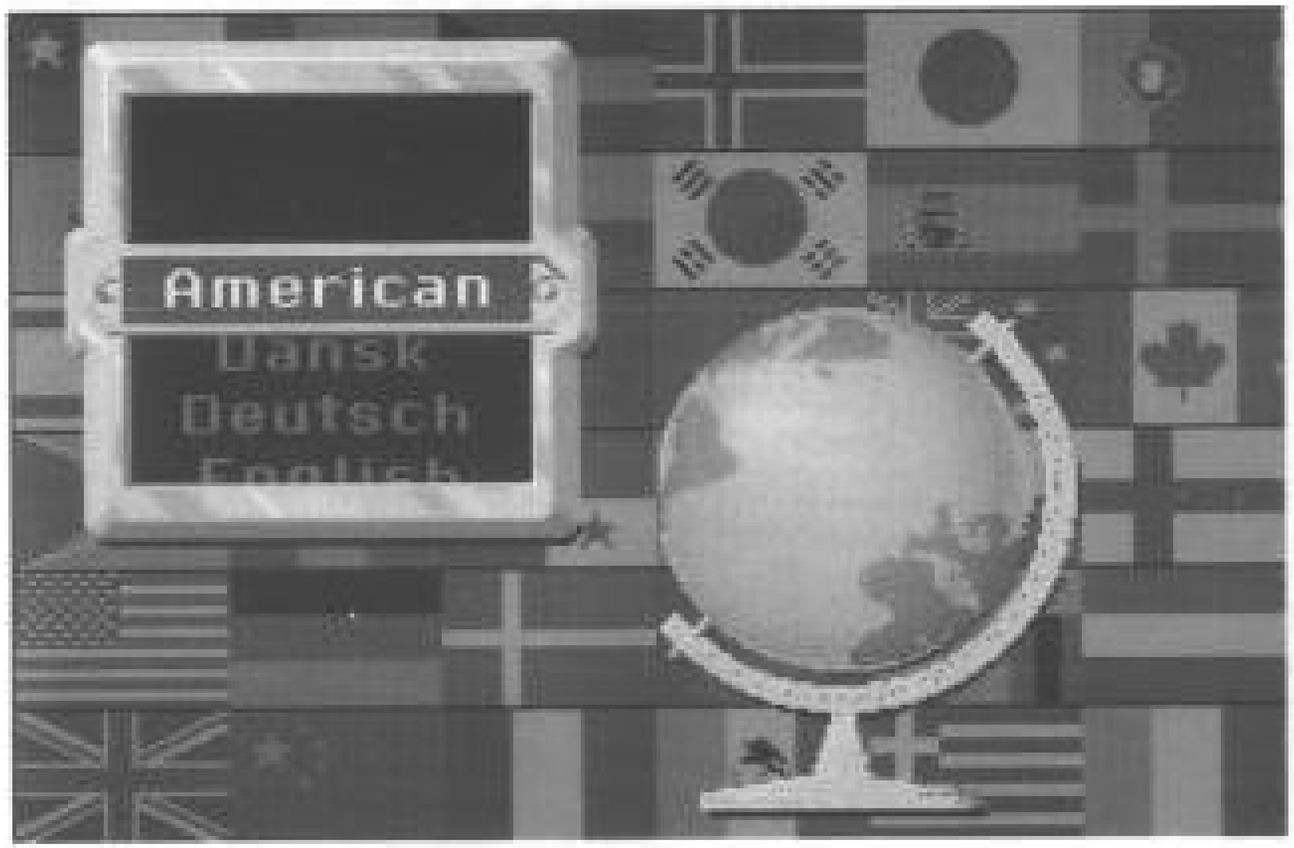
Track grid displays the tracks on a disc. Pressing the Play button automatically selects all tracks. If you want to select specific tracks for play, highlight your choices and press Play. Pressing Stop while stopped resets the track grid.

Appears only with a CD+G disc. Press the Select button to move between display and graphics. All controller functions work with CD+G discs.

Appears under the timer with a CD+MIDI disc.

Language selection screen

From the logo screen press the blue button to see the language selection screen.



Your Amiga CD32 allows you to choose a preferred language for game playing. This is a selection you only have to make once.

This means that if your language choice is available on the game disc, the game will automatically use it. Otherwise, the game will play in its primary language.

Use the directional button to move up or down through the language list.

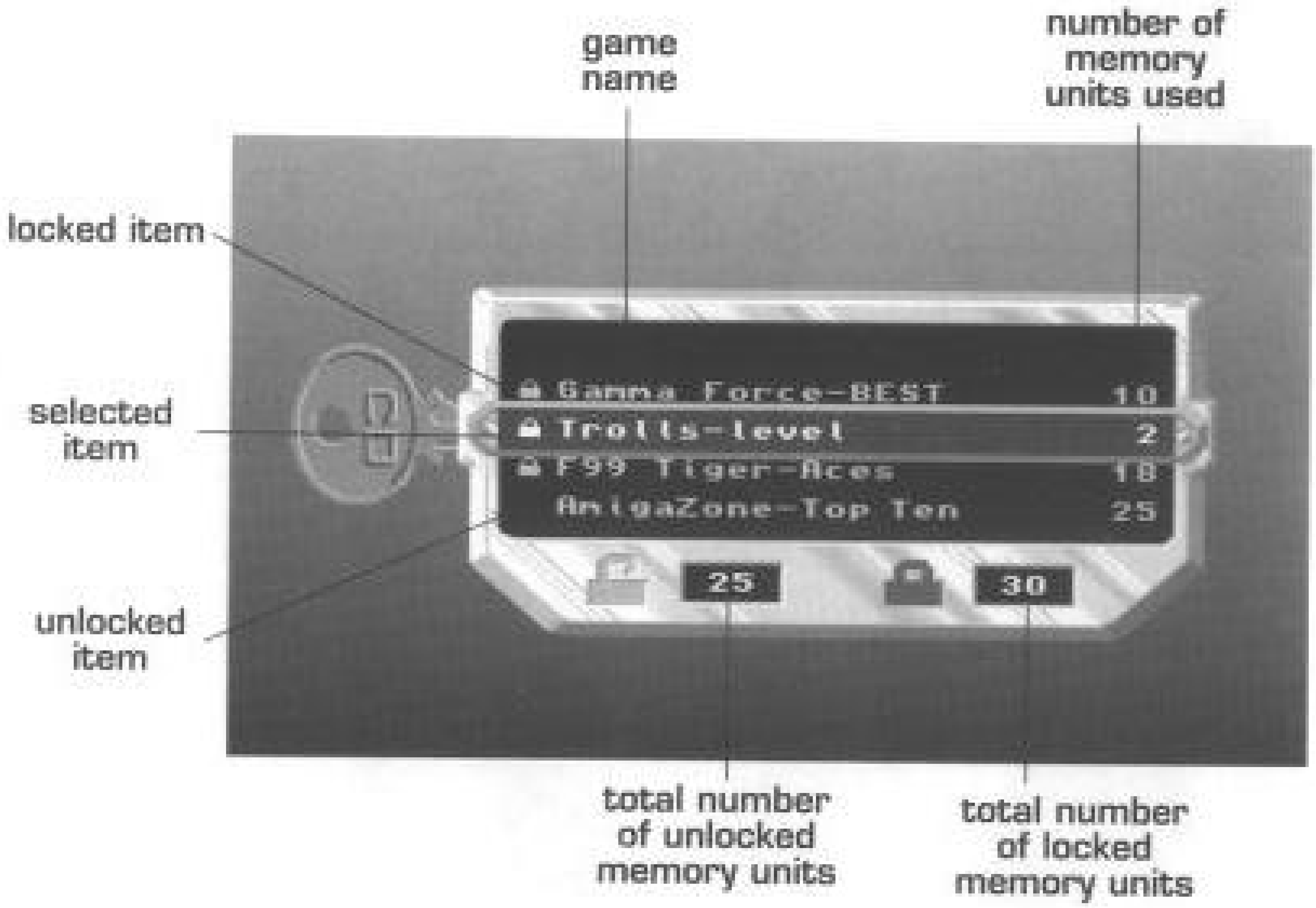
When your choice is highlighted, press the red button to return to the logo screen.

Locking game information

From the logo screen press the red button to see the gamelock screen.

The Amiga CD^{32} can save 100 memory units worth of game information. Every piece of game information you save uses memory units. When the system has used up the 100 units, it begins to replace the oldest items with new information.

If you want to protect any of the old game information — such as high score tables, setup parameters, or game levels — from being deleted or replaced by other game information, "lock" it on this screen.



To lock a game score or level use the directional button to highlight the game name. Then press the red button to lock it, and again to unlock it. When an item is locked, a small lock symbol appears to the left of the game name. Press the blue button to return to the logo screen.

If you haven't saved any game scores or levels, the list is empty.

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